

**COUNTY OF YORK
DIVISION OF PARKS & RECREATION
ADULT BASKETBALL LEAGUE
2002 BY-LAWS**

The Division of Parks and Recreation reserves the right to change or alter any rules or regulations that it deems necessary in order to conduct this league.

Section 1 - Registration.

1. **Registration for previous teams begins Monday, January 21st with open registration beginning Monday, January 28th.** If there are not enough teams in one division, those teams will have the option to play in the other league.
2. Each team may carry up to fifteen (15) players under contract. Team rosters must be turned in to the Division of Parks & Recreation in person and will not be accepted on the telephone or by mail.
3. Teams may add, delete, or change players to their rosters in order to reach the 15-player limit until March 8, 2002. However, players may not switch rosters at any time during the season. The first team a player legally plays for shall be that player's permanent team. All team rosters shall be considered frozen at 10:00 p.m. on March 8, 2002.
4. Prior to participating each player must complete a roster form and be added to the roster by the coach. The roster will remain on file until the completion of the program.

Section 2 - Uniforms and Equipment.

1. The Division of Parks & Recreation must approve team colors. All players on a team are required to wear the same jerseys, with a number on the front and back.
2. The Division of Parks & Recreation will provide practice and game basketballs. **DO NOT BRING YOUR OWN BASKETBALLS** as they will be put in storage while you are in the building.
3. No black soled shoes are allowed on the courts.

Section 3 - General Rules.

1. Rules shall be taken from the 2001-2002 National Federation Official High School Rules except as modified herein.
2. Where there is a conflict between the National Federal Official High School Rules and the Division of Parks & Recreation Adult Basketball rules, the latter will override.
3. Officials, contracted by the Division of Parks & Recreation, are directed to enforce the rules strictly during the season.
4. No protests will be allowed except in the question of player eligibility. All protests on

ineligible players must be made within 24 hours from the date in which ineligible players played in a league game.

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Section 4 - Rules of the Game.

1. Games shall consist of 2 sixteen-minute halves, with 5 minutes allowed between halves.
2. There will be a running clock except for shooting fouls, time-outs, and jump balls. During the final 2 minutes of the second half the clock will be operated according to National Federation Official High School Rules.
3. All overtime periods will be clocked according to National Federation Official High School Rules and last for 4 minutes, with one additional time-out allotted per team.
4. One and One will be awarded on the seventh team foul of each half. Beginning with a team's 10th foul, a two shot bonus will be awarded.
5. The ball will be awarded out-of-bounds for all common fouls until the bonus rule goes into effect.
6. Each team is allowed 4 time-outs per game. Unused time-outs from second half accumulate and may be used in any overtime period.
7. Dunking is not allowed during practice or games. The penalties for dunking whether successful or unsuccessful shall be:
 - a. No basket for the offending team.
 - b. Two shot technical for the opposing team; their ball out.
 - c. Automatic ejection from the gym for the offending player and suspension from the next game.
 - d. Dunking before the game shall result in the enforcement of rules b and c above.
8. When the basketball strikes any of the four baskets located on the outside boundaries of the court, the opposing team shall be granted the ball by taking a throw-in from the point of contact. This rule applies when the ball strikes the rim, backboard, supports, or net.
9. Three-Point Goal Will Be Used.

Section 5 - Slow-Break's (Over-30) League.

1. Each team is allowed to have two players on their roster that are under the age of 30. February 1 of the current year will be the date that determines a player's league age.
2. No fast-breaks will be allowed in the game at any time except the last two minutes of each half and any overtime periods. Penalty: 1st offense – warning, 2nd offense – technical foul.

3. Regulation basketball rules will be used when the ball is in the front court and during the final 2 minutes of each half.
4. The following rules apply except for the last 2 minutes of each half and any over-time period:
 - a. The ball cannot be passed forward in the backcourt at any time. In the backcourt a pass must either travel laterally or backwards. Inbound endline passes may not be thrown in past the foul line extended. Penalty: 1st offense - warning, 2nd offense - turnover.
 - b. No shots may be taken in the backcourt. Penalty: turnover.
 - c. After the defense gains possession of the ball, the opponents must immediately move to their opponent's front court. If a defensive man gains possession of a rebound, no opponent can slap at the ball or attempt to tie him up. Penalty: 1st offense - warning; 2nd offense - technical foul.
 - d. Defense cannot start until the offensive man is five feet inside their half-court line. Penalty: 1st offense - warning; 2nd offense - technical foul.

Section 6 - General Conduct.

1. There will be absolutely no smoking or eating inside the school building. Water fountains are available and water & sports drinks are allowed in the gym.
2. Players may bring their families or guests to the gymnasium. All spectators must sit in the chairs opposite the player benches. Please do not bring unsupervised children to games.
3. Gym supervisors, appointed by the Division of Parks & Recreation have the authority to discharge any person who behaves unfavorably.